

**Nebula**  
 CHARACTER: Unicorn of the Bone Tribe Medium Male  
 RACE & LA: 16 Neutral Moon Princess (PonyCS 49)  
 AGE ALIGNMENT DEITY: Moon Princess (PonyCS 49)  
 LANGUAGES: Common, Sylvan, Dark Whisper, Aboleth, Abyssal, Infernal, Protean

**David**  
 PLAYER: 3'11" 275 lbs white russet gold  
 HEIGHT WEIGHT HAIR EYES SKIN: 3'11" 275 lbs white russet gold  
 HOMELAND & BACKGROUND OCCUPATION: Silverdream, Everglow (Ponyfinder CS 90)



Original by Neceros. Modified by abellius@yahoo.com. Version 1.0.2012

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
<b>STR</b>	10	0	10			
<b>DEX</b>	14	2	16	-2		
<b>CON</b>	18	4	16	2		
<b>INT</b>	20	5	18	2		
<b>WIS</b>	12	1	12			
<b>CHA</b>	14	2	14			

HITPOINTS			CLASS RECORDER								
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS	
12	12	1	Magus	0	7	1	2	0	2	1	
TOTAL HP			TOTALS		0	7	1	2	0	2	1

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
<b>AC</b>	15	-10+	3	0	2					
<b>TOUCH</b>	12	-10+			2					
<b>FLAT-FOOT</b>	13	-10+	3	0	0					

SKILLS RANKS TOTAL 7

SKILL	DEX	INT	CHA	STR	WIS	CON	WILL	LEVELS
* ACROBATICS	1		2					
* APPRAISE	5		5					
* BLUFF	2		2					
* CLIMB	-1		0					
* CRAFT	9	1	5	3				
* DIPLOMACY	2		2					
* DISABLE DEVICE			2					
* DISGUISE	2		2					
* ESCAPE ARTIST	1		2					
* FLY	5	1	2	3				
* HANDLE ANIMAL			2					
* HEAL	1		1					
* INTIMIDATE	2		2					
* KN: arcana	9	1	5	3				
* KN: dungeoneering	9	1	5	3				
* KN: planes	9	1	5	3				
* KN:			5					
* KN:			5					
* KN:			5					
* LINGUISTICS			5					
* PERCEPTION	1		1					
* PERFORM	2		2					
* PROF:			1					
* RIDE	1		2					
* SENSE MOTIVE	1		1					
* SLEIGHT OF HAND			2					
* SPELLCRAFT	9	1	5	3				
* STEALTH	1		2					
* SURVIVAL	1		1					
* SWIM	-1		0					
* USE MAGIC DEVICE	6	1	2	3				

SAVING THROWS						
TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP	
<b>FORT</b>	6	2	4			
<b>REF</b>	2	0	2			
<b>WILL</b>	3	2	1			

COMBAT NOTES & MODIFIERS



ATTACKS						
TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC	
<b>MELEE</b>	5	0	0		5	
<b>RANGED</b>	2	0	2			
<b>CMB</b>	5	0	INT	5		
<b>CMD</b>	12	-10+	BOB	0	STA & DEFLECT	2

**FEATS & FEATURES**

Race: Unicorn (fey) (PonyCS 10, Born To Magic) Ancestor Call - Use Augury as spell-like ability (1/day)  
 Movement: 40; Low-Light Vision Practiced Horn Magic - horn wields one-handed weapon, using Int as Str  
 Quadruped: +4 CMD vs trip and +50% carrying capacity  
 Steady Focus: +2 defensive concentration checks  
 Horn Magic: Unseen Servant (2/day); Light (1/day)  
 Template: Bone Tribe (Children of Bones)  
 Death Touched: 1 point of ability loss/drain or lvl drain is ignored/attack  
 Ancestor Watched: convert critical/sneak attack to normal (1/day)  
 Language of the Dead: Speak Dark Whisper w/ any undead or dead  
 Class: Magus (UM) HD: d8 skills 2 + Int Mod  
 Weapon Prof.: all simple and martial, Armor: Light  
 Arcane Pool: lvl/2 +Int Mod = 6  
 add +1 bonus to weapon for 1 minute (1 pt)  
 Spell Combat: Attack (@ -2) & Cast Spell Simultaneously  
 Brand of Destiny: horsehead nebula

MARK A  TO SHOW A CLASS SKILL. CLASS SKILLS WITH RANKS GAIN A +3 TRAINED BONUS. \* SKILL CAN BE USED UNTRAINED \* ARMOR CHECK PENALTY APPLIES

EXPERIENCE SLOW  MEDIUM  FAST  0 / 2,000

SPEED	BASE	FLY	SWIM	CLIMB	MISC
40					
<b>INIT</b>	2	=	2	DEX MOD	+ MISC MOD
<b>HERO</b>					
<b>SR</b>					
<b>DR</b>					
<b>RESISTANCES</b>					
<b>POOL POINTS</b>	6		Arcane		

**ARMOR & WEAPONS**

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR studded leather armor	3	5	-1	15	Lt	25.0
SHIELD						

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
longsword	+5	1d8+5	19-20/x2		S	4.0	

**SPELLS PER DAY**

CLASS  LEVEL

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
<input type="text" value="15"/>	<input type="text" value="0"/>	<input type="text" value="3"/>	<input type="text" value="3"/>			
<input type="text" value="16"/>	<input type="text" value="1st"/>	<input type="text" value="3"/>	<input type="text" value="1"/>	<input type="text" value="2"/>		
<input type="text"/>	<input type="text" value="2nd"/>					
<input type="text"/>	<input type="text" value="3rd"/>					
<input type="text"/>	<input type="text" value="4th"/>					
<input type="text"/>	<input type="text" value="5th"/>					
<input type="text"/>	<input type="text" value="6th"/>					
<input type="text"/>	<input type="text" value="7th"/>					
<input type="text"/>	<input type="text" value="8th"/>					
<input type="text"/>	<input type="text" value="9th"/>					

CLOSE: 25FT + 5FT / 2 LVL  MEDIUM: 100FT + 10FT / LVL  LONG: 400FT + 40FT / LVL

TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
<input type="text" value="0"/>				

**BLOODLINES & PATRONS**

BLOODLINE/PATRON

BLOODLINE/PATRON

**DOMAINS**

DOMAIN

SUBDOMAIN

DOMAIN

SUBDOMAIN

DOMAIN

SUBDOMAIN

**WIZARD SPECIALITY SCHOOL**

SPECIALITY

FOCUSED

PROHIBITED

PROHIBITED

**SPELLS PER DAY**

CLASS  LEVEL

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
<input type="text"/>	<input type="text" value="0"/>					
<input type="text"/>	<input type="text" value="1st"/>					
<input type="text"/>	<input type="text" value="2nd"/>					
<input type="text"/>	<input type="text" value="3rd"/>					
<input type="text"/>	<input type="text" value="4th"/>					
<input type="text"/>	<input type="text" value="5th"/>					
<input type="text"/>	<input type="text" value="6th"/>					
<input type="text"/>	<input type="text" value="7th"/>					
<input type="text"/>	<input type="text" value="8th"/>					
<input type="text"/>	<input type="text" value="9th"/>					

CLOSE: 25FT + 5FT / 2 LVL  MEDIUM: 100FT + 10FT / LVL  LONG: 400FT + 40FT / LVL

TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
<input type="text" value="0"/>				

**SPELLS**

LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE
0			Daze - A single humanoid creature with 4 HD or less loses its next action.	Enchantment					
0			Detect Magic - Detects spells and magic items within 60 ft.	Divination					
0			Mage Hand - 5-pound telekinesis.	Transmutation					
0			Ray of Frost - Ray deals 1d3 cold damage.	Evocation					
0			Read Magic - Read scrolls and spellbooks.	Divination					
1			Burning Hands - 1d4/level fire damage (max 5d4).	Evocation					
1			Chill Touch - One touch/level deals 1d6 damage and possibly 1 Str damage.	Necromancy					
1			Corrosive Touch - Touch attack deals 1d4 acid/level.	Conjuration					
1			Ray of Enfeeblement - Ray causes 1d6 Str penalty + 1 per 2 levels.	Necromancy					
1			Reduce Person - Humanoid creature halves in size.	Transmutation					
1			Shocking Grasp - Touch delivers 1d6/level electricity damage (max 5d6).	Evocation					
1			Snowball - Ranged touch delivers 1d6/level cold damage (max 5d6) and might stagger a foe.	Conjuration					
1			True Strike - +20 on your next attack roll.	Divination					
1			Weaponwand - Place a wand inside your weapon to wield it along with the weapon	Transmutation					
1			Force Bands - immobilizes foe; save entangles foe 1d4 rnds	Evocation	1 rnd/lvl	short	Reflex,part	Y	Pony-BtM